
PlayStation
PAL
ACE COMBAT 3™
electrosphere
SONY
COMPUTER ENTERTAINMENT
namco®
PlayStation®


ACE COMBAT™ 3
electrosphere
english

SETTING UP

Set up your Console according to the instructions in its Instruction Manual. Insert the ACE COMBAT™ 3: ELECTROSPHERE disc and close the disc cover. Turn the Console ON at the POWER button.

Do not insert or remove peripherals or Memory Cards once the power is turned on. Make sure there are enough free blocks on your Memory Card before commencing play. ACE COMBAT™ 3 : ELECTROSPHERE supports Memory Card slot 1 only. Previously saved ACE COMBAT™ 3 : ELECTROSPHERE data is autoloaded on bootup.

PLEASE NOTE: All screenshots for this manual have been taken from the English version of this game. Some screenshots might have been taken from pre-completion screens that differ slightly from those in the finished game.

LANGUAGE SELECTION

Press ⬆ or ⬇ with the directional buttons or left stick on your Analog Controller (DUALSHOCK™) to highlight your preferred language, then press the ✕ button to select.

GETTING STARTED

On the title screen, press the **START** button. The Log-In Menu will appear. Select an option by pressing ⬆ or ⬇ with the directional buttons or left stick, then press the ✕ button to confirm your selection.

NEW GAME	Commence your missions from the beginning.
LOAD	Load a previously-saved game from a Memory Card.
RE-OPEN	Once you have loaded in a previously-saved game, you can re-open a mission and attempt to improve your records.

SETTING THE MISSION LEVEL

This menu is used to set the difficulty level for the game. Make your choice from among the three options **EASY**, **NORMAL** and **HARD** and press the ✕ button to confirm your selection. You will then progress to the Main Menu.

MAIN MENU

Use the directional buttons / left stick to highlight selections, and press the ✕ button to enter each sub-menu. Press the △ button to exit each menu and return to the Main menu.

MISSION	Progress to the first / next mission.
RECORDS	Once you have completed a mission you can view the number of targets you have destroyed or aircraft damaged so far, the number of operational aircraft you have, the weapons available to you, Mission records and your overall performance rating.

GETTING STARTED

SAVE If you have a Memory Card inserted into Memory Card slot 1, you will be able to save your progress and records.

OPTIONS Select this to configure your Controller and Game options. See the "Options" section in this manual for more information.

OPTIONS

On selecting the **OPTIONS** menu, you will find the following sub-menu:

BUTTON CONFIG Go to **BUTTON CONFIG** Menu.

GAME CONFIG Go to **GAME CONFIG** Menu.

BACK TO TITLE Press the **START** button to select this option and return to the Title Screen. From here, you will now be able to access the **RE-OPEN** option on the Log-In Menu.

BUTTON CONFIG

This menu is used to set the functions of individual buttons.
To toggle between **MAIN** and **CUSTOM**, press ⬅ or ➡. Press the △ button to return to the **OPTIONS** screen.

MAIN

CONTROL This can be set either to **NORMAL** or to **EASY**.

RESPONSE This option will only become available if you have either a Analog Controller (DUALSHOCK™) in Analog Mode (the LED will be Red) or a neGcon inserted in Controller port 1. It allows you to adjust the responsiveness of your controller when performing analog manoeuvres such as turns for example. The settings are **QUICK**, **NORMAL** and **SLOW**.

OPTIONS

MAIN

NEUTRAL ZONE This is used to set the Neutral Zone (i.e. the amount of give) for analog operations on a neGcon. The options are **NARROW**, **MEDIUM** and **WIDE**.

OK Once you have pressed the ✕ or **START** button to confirm your settings you will be returned to the **OPTIONS** menu. If you are using a neGcon you will be automatically returned to the **OPTIONS** menu once calibration is completed. neGcon users should use the B button to move back through the menus.

CUSTOM

BUTTON TYPE This option allows you to select either **DIGITAL** button settings or **ANALOG** settings (provided you are using either a Analog Controller (DUALSHOCK™) or a neGcon). Once you have made a selection, highlight the button you want to change, and then press the ✕ button. A list of the control functions that can be assigned will then be displayed. Highlight your selection, then press the ✕ button.

OK Highlight **OK**, then press the **START** or ✕ button to confirm your selections and return to the **OPTIONS** menu.

DEFAULT This option restores the initial settings.

GAME CONFIG

This menu is used to select the system settings. Press the X button to move on to one of the settings screens, or press the Δ button to return to the previous screen.

AUDIO SETTINGS Select the sound settings. Press ↑ / ↓ to highlight each option, and ← / → to change the sound output from **STEREO** to **MONO**, or to raise or lower the **Sound Effects LEVEL** and **Back-Ground Music LEVEL**. Press the X button to confirm the settings and return to the previous screen.

BRIGHTNESS TEST This option lets you adjust the screen brightness. Adjust the brightness level on your TV set so that the screen-centre mark is clearly visible.

ADJUST SCREEN Set the screen position with the directional buttons or left stick. After adjusting the screen position, press either the **START** button or the X button. Pressing the Δ button will restore the initial screen position setting and return you to the previous screen.

GAME SETTINGS

CAPTION Switch the in-battle caption display **ON/OFF** (i.e. to have messages either transmitted in sound only, or displayed with subtitles).

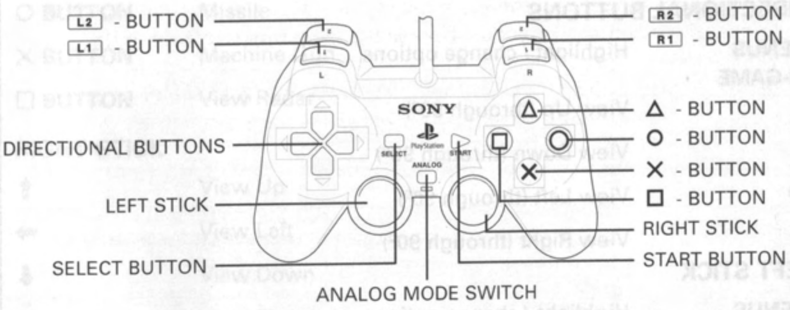
VIBRATION Set the vibration of the Analog Controller (DUALSHOCK™) to **STRONG**, **WEAK** or **OFF**.

MAP Switch the map display **ON/OFF**.

LANGUAGE Press ↑ or ↓ to select your preferred language. Press the X button to confirm your selection.

HOW TO CONTROL YOUR AIRCRAFT

USING A ANALOG CONTROLLER (DUALSHOCK™)



When using a Analog Controller (DUALSHOCK™), ACE COMBAT™ 3 can be played using the directional buttons or the left and right sticks. When using the left and right sticks, ensure the analog mode switch is on (the LED will light up Red). The vibration function of the Analog Controller (DUALSHOCK™) can be adjusted via the **OPTIONS** menu.

L1	Decelerate
L2	Left Yaw
START	Pause
SELECT	Change your view (if the SELECT button is held down, the autopilot will revert you back to the horizontal plane).

HOW TO CONTROL YOUR AIRCRAFT

USING A ANALOG CONTROLLER (DUALSHOCK™)

DIRECTIONAL BUTTONS

MENUS	Highlight / change options
IN-GAME	
⬆	View Up (through 90º)
⬇	View Down (through 90º)
⬅	View Left (through 90º)
➡	View Right (through 90º)

LEFT STICK

MENUS	Highlight / change options
IN-GAME	
⬆	Pitch Down (or, when using Easy Control: Drop)
⬇	Pitch Up (or, when using Easy Control: Climb)
⬅	Left Roll (or, when using Easy Control: Left Turn)
➡	Right Roll (or, when using Easy Control: Right Turn)
R2	Right Yaw
R1	Accelerate
△ BUTTON	Change selected target (if the △ button is held down the view will shift to the selected target).

HOW TO CONTROL YOUR AIRCRAFT

USING A ANALOG CONTROLLER (DUALSHOCK™)

○ BUTTON	Missile
× BUTTON	Machine Gun
□ BUTTON	View Radar

RIGHT STICK

⬆	View Up
⬅	View Left
⬇	View Down
➡	View Right
R3 BUTTON	Rear view

USING A DIGITAL CONTROLLER

When using a digital Controller or if you switch the Analog Mode of your Analog Controller (DUALSHOCK™) to digital mode, the control method will be as follows:

L2	Left Yaw
L1	Decelerate

HOW TO CONTROL YOUR AIRCRAFT

USING A DIGITAL CONTROLLER

DIRECTIONAL BUTTONS

↑	Pitch Down (or, when using Easy Control: Drop)
↓	Pitch Up (or, when using Easy Control: Climb)
←	Left Roll (or, when using Easy Control: Left Turn)
→	Right Roll (or, when using Easy Control: Right Turn)
SELECT	Change your view (if the SELECT button is held down the autopilot will revert you back to the horizontal plane)
START	Pause
R2	Right Yaw
R1	Accelerate
△ BUTTON	Change selected target (if the △ button is held down the view will shift to the selected target).
○ BUTTON	Missile
✕ BUTTON	Machine Gun
□ BUTTON	View Radar

HOW TO CONTROL YOUR AIRCRAFT

USING A neGcon™

When using the default neGcon configuration (listed below) it is not possible to access all of the views. However it is possible to customise the button configuration. For more information on altering the buttons to suit your needs please refer to the **CUSTOM** section earlier in this manual.

L BUTTON	Change selected target (if the L button is held down the view will shift to the selected target)
R BUTTON	Machine Gun
DIRECTIONAL BUTTONS	
⬆	Pitch Down (or, when using Easy Control: Drop)
⬇	Pitch Up (or, when using Easy Control: Climb)
⬅	Left Yaw
➡	Right Yaw
▷ START	Pause
B BUTTON	Switch Radar
A BUTTON	Missile
I BUTTON	Accelerate
II BUTTON	Decelerate
TWIST	Left/Right Roll (or, when using Easy Control: Left/Right Turn)

MEMORY CARDS - SAVE & LOAD

Do not insert or remove peripherals or Memory Cards once the power is turned on. Make sure there are enough free blocks on your Memory Card before commencing play - you will need one Memory Card block to save your game.

SAVE

After each mission, you will return to the Main menu, where you will be able to save your progress to a Memory Card via the **SAVE** menu. Select **YES** to confirm that you wish to save, then highlight a save file and press the X button to confirm.

LOAD

Once you have saved a game to Memory Card you can reload your last position via this option, found on the Log-In Menu. Simply select the file you want to load, then select the desired save file.

RE-OPEN

This command can only be selected if the data is held in the Console memory (i.e. if you have already completed a mission, or have loaded in a previous mission from a Memory Card).

CARRYING OUT A MISSION

The game flow is as shown below. This section explains each stage in the order shown.

BRIEFING SCREEN
This is where you check details of the battle and the Targets.

PLANE SELECTION SCREEN
This is where you select your own plane.

GAME SCREEN
This is the screen in which you carry out your mission.

DEBRIEFING SCREEN
This is where you check the results of your mission.

MAIN MENU & SAVE SCREEN
Use this screen to save your mission results.

TO NEXT MISSION

BRIEFING SCREEN

After selecting **MISSION** from the main Menu, you will be taken to the BRIEFING screen, where details of the mission and Targets are displayed. If you press the ✕ button you will be moved on to the **PLANE SELECTION** screen.

CARRYING OUT A MISSION

PLANE SELECTION SCREEN

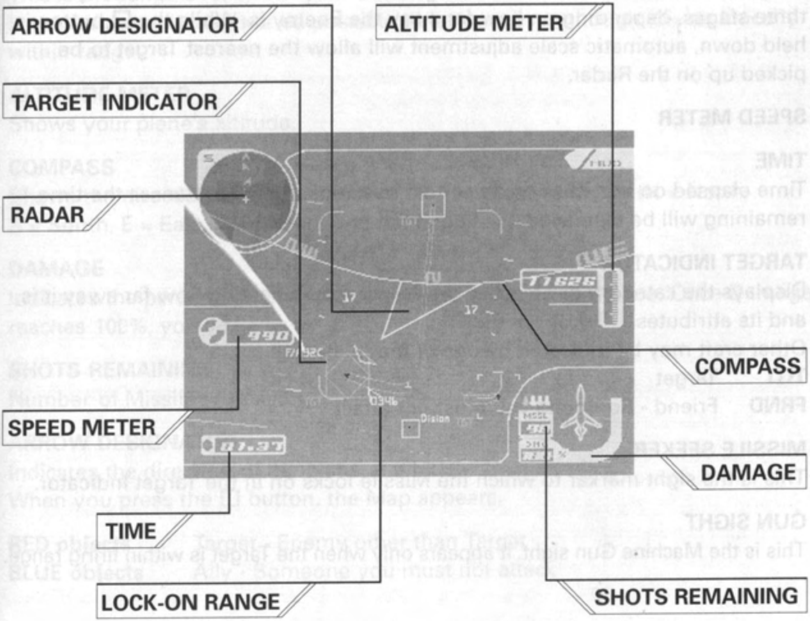
This screen shows the types of plane available for your Unit, and lets you select the one you want to use for this sortie. Press ⬅ or ➡ to select your plane, then press the ✕ button to confirm your selection. In the case of a special mission, you may only be able to select the plane already provided.

When starting the game, you will only be able to select Vulcans and Missiles, but depending on the craft, you may be able to select the weapons mounted. After pressing ⬆ / ⬇ to select your Machine Gun or Missile system, press ⬅ / ➡ to select the weapon, then press the ✕ button to confirm your selection. The mission will then start.

CARRYING OUT A MISSION

GAME SCREEN

The Game Screen consists of the items shown below



CARRYING OUT A MISSION

GAME SCREEN

RADAR

Shows the direction in which the Target lies, and switches automatically in three stages, depending on how far away the Enemy is. While the □ button is held down, automatic scale adjustment will allow the nearest Target to be picked up on the Radar.

SPEED METER

TIME

Time elapsed on this mission; in certain missions or circumstances the time remaining will be displayed.

TARGET INDICATOR

Displays the category of objective on the screen, indicating how far away it is, and its attributes.

Other craft may be indicated by one of the following:

TGT Target

FRND Friend - Someone you must not attack

MISSILE SEEKER

This is the sight marker to which the Missile locks on in the Target Indicator.

GUN SIGHT

This is the Machine Gun sight. It appears only when the Target is within firing range.

CARRYING OUT A MISSION

GAME SCREEN

LOCK-ON RANGE

This is the range over which your Missiles can lock on. However, if the Target is too far away, it may not be possible to lock on, even though it is technically within range.

ALTITUDE METER

Shows your plane's altitude.

COMPASS

Shows the direction in which the nose of your plane is facing (N = North, S = South, E = East, W = West), and the angle.

DAMAGE

Indicates the percentage of damage suffered by your own plane. Once Damage reaches 100%, you will crash.

SHOTS REMAINING

Number of Missiles remaining.

ARROW DESIGNATOR

Indicates the direction of the plane at which you are aiming.
When you press the ☐ button, the Map appears.

RED objects	Target - Enemy other than Target
BLUE objects	Ally - Someone you must not attack

CARRYING OUT A MISSION

PAUSE MENU

When you press the **START** button during a Mission, the **PAUSE** screen appears, and you can then make a selection from the menu shown below. Press ⬆ / ⬇ to select an option, and then press ⬅ / ➡ to change the settings for **AUTO VIEW** and **HUD**. Press the ✕ button to select either **RESTART MISSION**, **LEAVE MISSION** or **EXIT**.

EXIT	Returns you to the game.
AUTO VIEW	When set to ON, this option automatically switches your Area View when you destroy an enemy plane, for instance, and allows you to view the gameplay from a different angle to the one normally used.
HUD	Turns the HUD (screen display) ON/OFF.
RESTART MISSION	Lets you start the mission again from the beginning.
LEAVE MISSION	Aborts the mission and returns you to the Main Menu.

DEBRIEFING SCREEN

When you complete a mission, the DEBRIEFING screen appears. "Debriefing" is the term used for the review session the pilots carry out after finishing a mission. In debriefing, you can look back over your flight, review the problems, find out what you need to work on, and make use of this information in your next mission. On the DEBRIEFING screen, your own flight path and the locations where you shot down the enemy are reproduced using the Radar, and the results of your mission are displayed.

RULES

Essentially, your mission will fail if any of the conditions specified in the briefing are not fulfilled. There may also be additional conditions for certain missions, so you need to check the BRIEFING screen carefully. Generally, your mission will fail under the following conditions:

- **If Damage rating reaches 100%**
- **If you crash or are shot down over land or sea**
- **If you go over the time limit**
- **If you go outside the battle area**

REPLAY

When you finish a mission, you will see a replay of the action. During the replay, you can change the viewpoint using the controller buttons. You can also skip the replay by pressing the START button.

INCOMING MESSAGES RECEIVED DURING BATTLE

During battle, you may be warned of various dangers by incoming messages. Pay close attention to any message appearing on the screen.

WARNING	Appears when an enemy plane has locked on to yours.
MSSL ALERT	Appears when a missile is approaching your plane.
CAUTION DAMAGE	Appears when your plane has been hit.
CAUTION OFF COURSE	Appears when you are in danger of going outside the battle area.
CAUTION STALL	Appears when you have stalled.
CAUTION PULL UP	Appears when you are too close to the ground and are in danger of crashing.

RULES

INCOMING MESSAGES RECEIVED DURING BATTLE

CAUTION PULL DOWN Appears when you are in danger of breaching the ceiling limit (only used in missions where a height limit has been set).

Note. There are other messages in addition to those listed above. You would be well advised to pay attention to your briefing and to any messages you receive.

FLIGHT TECHNIQUES

In this game, there are two control methods: Normal Control and Easy Control. Note that flight techniques differ depending on which control method you choose.

YAWING AND ROLLING

The largest difference between Normal Control and Easy Control lies in the way you steer the plane right or left. In Easy Control, the plane body automatically tilts when you Turn, but in Normal Control, when you Turn, the plane body tilts first, letting you control the flight in a subtler and more realistic way. It would be fair to say that getting used to Normal Control is the first step toward becoming an ace flyer.

NORMAL CONTROL

YAW Use the L2 or R2 buttons to steer left or right while flying horizontally.

ROLL Perform a roll by pressing and holding ⬅ or ➡.

Note. The roll manoeuvre can only be performed if you are in Normal Control.

EASY CONTROL

TURN The plane will turn automatically toward the direction you indicate using the directional buttons or left stick. As in Normal Control, you can steer it left or right on the horizontal using the L2 and R2 buttons.

USING THE AUTOPILOT FUNCTION

If you are intent on chasing an enemy plane, or if you are on a night mission, you may not always be able to devote attention to keeping the plane horizontal. In such cases, it is a good idea to make use of your plane's Autopilot function. If you hold down the SELECT button, your plane will be automatically returned to the horizontal plane. Particularly in crisis situations, such as when you stall and start heading for a crash, you will tend to panic, so this function is a powerful ally.

CONTROLLING THE AREA VIEW IN ISOLATION

The enemy planes, just like your own plane, are constantly moving, and you will find that they disappear from your own field of vision surprisingly often. When this happens, you can direct your Area View toward the enemy plane without actually flying after it, by hold down the △ button. This function can be extremely effective in such situations, so you are strongly advised to use it.

Additionally, if you are using a DUALSHOCK™ analog controller you will be able to control your Area View at will using the right stick.

FLIGHT TECHNIQUES

To control a fighter plane, you will need to use a variety of flight techniques. To get the most out of this game, read these pages so that you can master the controls and use them instinctively when in battle.

HOW TO SHOOT DOWN ANOTHER PLANE

This section explains, in simple terms, how to handle yourself in a battle so that you can pursue your mission.

CHECKING YOUR TARGETS

First, look for Targets on the Map and on the Radar. Targets are indicated by red markers, while white markers stand for non-Target enemies. The enemy will be constantly on the move, so to get near them, you have to accelerate and give chase, or make a detour and intercept them, for example. If you are flying too fast when you go after an enemy, you may overtake them and leave yourself vulnerable to attack. In this kind of situation the trick is to reduce your speed as you approach the enemy. The safest way to inflict damage is to attack from the rear.

OUTFLANKING THE ENEMY PLANE

When you have selected an enemy plane, you can then use the Arrow Designator to locate it. You should then move in the direction shown by the arrow and try and catch up to the enemy within the screen. When the enemy comes into the screen the Target Indicator will be displayed.

RULES

FLIGHT TECHNIQUES

LOCKING ON

Once you manage to get the enemy within your missile range on the screen, the Missile Seeker will be displayed, and the target will be searched for automatically. Note that even when the enemy plane is within your missile range, you will not be able to lock on if it is too far away. When this happens, accelerate to reduce the distance between yourself and the missile target.

When the Missile Seeker is lined up with the Target Container and the cursor goes red, you have succeeded in locking on. You should then attack by firing a missile.

DODGING ENEMY ATTACKS

Just as you are out to get the enemy, they are out to get you. Naturally, sooner or later you will find a missile heading your way. To escape, dodge out of the way, using plenty of fast turns and rolls. There is no point in clumsily trying to double back, as this is positively dangerous. Your only hope is to concentrate on getting out of the way by turning your plane.

WATCH OUT FOR NON-TARGETS

Not all flying objects and objects on the ground are enemies. There are also non-Targets, which must not be destroyed, and these are shown in yellow on your Radar. If you destroy one of these, your Performance Rating for this mission will suffer, so pay close attention to the BRIEFING screen and make sure you know which is which.

FLIGHT TECHNIQUES

FIGHTING WITH MACHINE GUNS

Depending on the mission, it may not always be possible to lock on to the enemy. In such cases, you will have to use a machine gun such as a Vulcan. You may also have to resort to your machine guns when your missiles are all spent.

Although there is no limit on the number of bullets that can be fired from your machine guns, they have a shorter firing range than missiles, and their power is also several notches lower. In addition to this, you need to be fairly close to the Target, and it takes a while to destroy it. When you attack, you will need to proceed more carefully than usual, and resign yourself to sustaining a certain amount of damage.

BOMBING MISSIONS

Some missions involve bombing the target by dropping missiles on it. In these cases, you will not be able to lock your missiles on to the target, so you should get your Missile Seeker lined up with the Target and then drop the missile.